Nintendo

Nintendo of America Inc.
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PRINTED IN JAPAN

EmuMovies

WRECKING CREW™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Wrecking Crew™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

This Nintendo Programmable game lets you design your own buildings, place barriers where you want them, and then get set to demolish them in record time. So you can build a different maze of obstacles to tear down every game! You can also choose to knock through a series of walls pre-programmed by Nintendo. Each wall gets tougher, and you have to be clever to keep away from monsters like "Gotcha Wrench" and "Egg Plant Man", blazing Fireballs, and the mean "Foreman Spike".

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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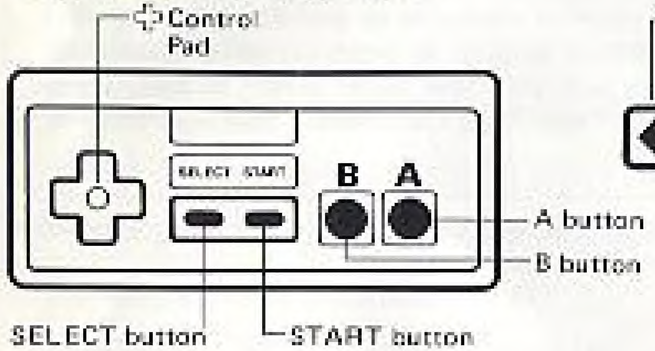
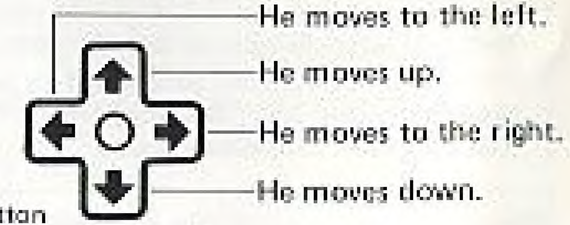
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — Moves Mario in 1 or 2 player game
Controller 2 — Moves Luigi in 2 player game

Controller 1/Controller 2



Control Pad



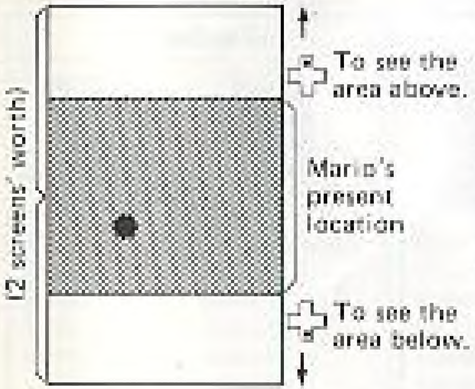
[A and B buttons]

* These are attack buttons. When pressed, Mario (or Luigi) will attack the wall, or obstacle, with his hammer.
* Also used to select a building (numbered from 1 to 100) at the beginning of the game.

SELECT button

Move the wrecking ball (⊙) to the game you wish to select from the game menu by pressing this button.

* 1-PLAYER game is for one player.
* 2-PLAYER game is for two players.
* DESIGN mode is for programming your own game (see instructions).



START button

Press this button to begin.

Pause:

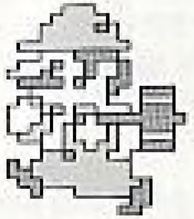
1. If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop.
2. If you press the ✥ control pad while the game is stopped, the screen moves up or down so that the entire building can be seen.
3. Press the START button again when you wish to continue the game. The game will continue from where you left off.

* The TOP SCORE disappears once the power switch is turned OFF.

[The Characters]

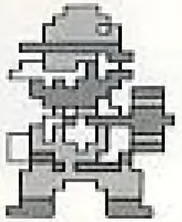
Players

Mario
(Controller 1)



Luigi
(Controller 2)

Foreman



Spike

Monsters

Gotchawrench Jr.

Gotchawrench

Eggplant Man

Fireball

Walls & Props

* Walls for demolition
(points are given when demolished)

(Hit once)
Falls at 1 blow.

(Hit twice)
Cracks at 1 blow.
Falls at 2 blows.

(Hit 3 times)
Cracks at 2 blows.
Falls at 3 blows.

(Ladder wall)
Falls at 1 blow.
Can also be used as a ladder.

* Things that can't be demolished.

(Door)
Opens when knocked.
Monsters can go in and out when opened.

(Ladder)
Used to go up and down.

(Dead-end drum)
When in the way, you can't go forward.

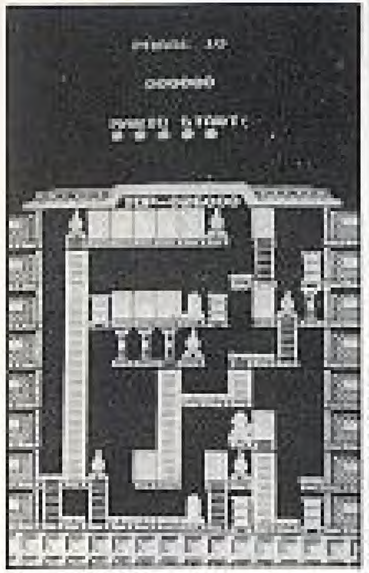
(Floor)
Danger of falling when the floor is missing.

* Demolition tools
(no points given for demolishing)

(Dynamite)
To knock down walls on both sides.

(Pillar)
If knocked down, the wall, or whatever it was supporting, falls.

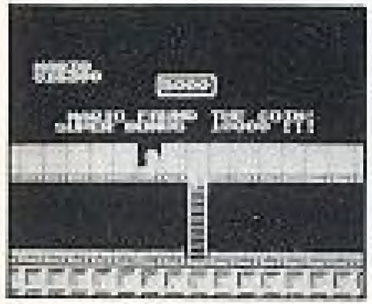
3. HOW TO PLAY



1. Press button A or B at the game menu to display the number of the building you want to play on.
   * PHASE = XXX is displayed.
   * Any building between 1 and 100 may be selected. The higher the figure the more difficult it gets.
   * In the 2-PLAYER game, once the game has finished, Mario has first choice for the phase No. of the next game.
2. When the next game starts, the phase No., score (min. 000000), and No. of remaining Marios (Luigis) are displayed. The screen then moves down and the walls that are flashing are those designated for demolition.
3. Use the ✥ control pad to move Mario (Luigi) to different walls on each floor. Hit walls with the A or B button to demolish them. When all of the walls that were flashing at the beginning have been demolished, that building is finished, and you move on to the next one.

* On each floor, the players can go off the left side of the screen and reappear on the right side, and vice-versa, as long as there are no gaps in the floor and there is no drum obstructing either end.

4. The monsters (Gotchawrench and Eggplant Man) and Foreman Spike are likely to try and interfere with Mario (Luigi) while he is at work. Use the ✥ control pad skillfully to get by them. Be especially careful not to get stuck behind a dead-end drum when you do this.
   * Foreman Spike has a habit of hitting Mario (Luigi) from behind and making him fall, so watch out!
5. If you spend too long on the same floor, a fireball will come flying out. See if you can keep from getting burned!
6. Dynamite can be used to blast several walls at once, but if you are not careful to escape to the right or left, you will be blown over by the blast and will fall down to the bottom of the screen.
7. When you lose a man, you must start demolishing that building again from the beginning.
8. When all of the walls have been demolished, the screen changes to the next building.
9. Bonuses



After phases that are a multiple of 4, you get a bonus phase.
(Ex.) The phase after phase 4, the phase after phase 8 . . .

* There is a coin hidden in one of the walls that are standing in a row. You have to hurry up and climb the ladder, knock down the walls, and find the coin before Foreman Spike does.

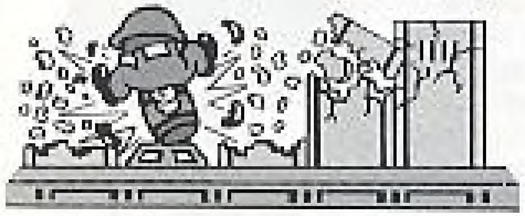
*When you find the coin, the time left on the clock is added to your score as a bonus. If Mario (Luigi) finds the coin on the first try, there is a special super bonus of 10,000 points.

Secret Weapons

The wrecking crew has a few special tricks. If these are used cleverly, you can make the game work to your advantage and get super high points.
On the other hand, if you use these techniques badly, they can backfire and eliminate Mario (Luigi) altogether, so be careful.
*The following is a description of a few of the techniques.

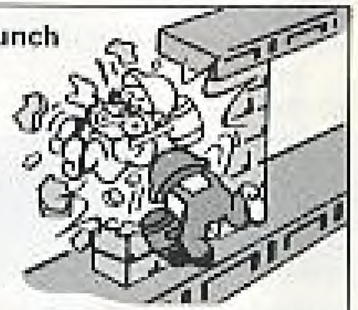
[Secret Weapons]

1. Dynamite several walls in a row



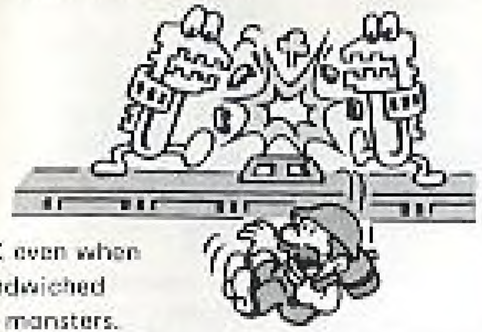
Leads to super high points.

2. Whopper punch



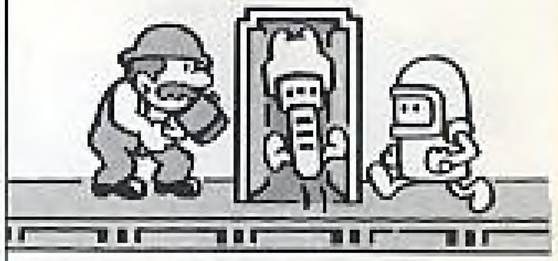
A sizzling punch to attack Foreman Spike or whatever enemy may be on the other side of the wall.

3. Dynamite escape



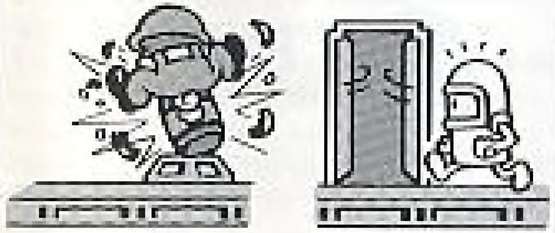
OK even when sandwiched by monsters.

4. Monster chase



Hammer open the door and herd the monsters inside.

5. Dynamite the door open



Opens even a faraway door.

6. Drum walking

You can walk over the drums.

7. Drum drop

Capture Foreman Spike and the monsters alive.

8. Fence-in strategy

The monster is trapped and can't move.

9. Search for Mario's (Luigi's) name

If you can find the letters of the name in the right order (M A R I O), you get an extra man.
(The maximum number of times this is displayed is 8.)

[Hopeless cases]

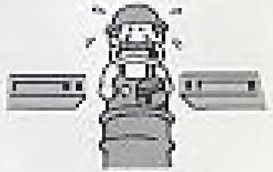
1. Covered by a drum

You have to start all over again from the beginning

2. Boxed-in

No escape

3. In a fix



No escape

Beware!

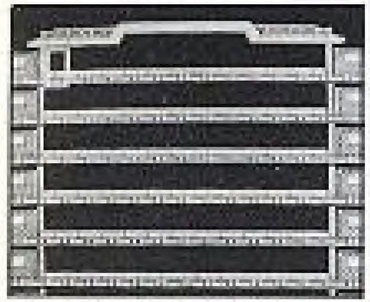
* You lose one Mario (or Luigi) if you're hit by a fireball.
* You also lose one Mario (or Luigi) if you're hit by a monster.

Scoring

* The score is displayed above the roof of the building (the roof is visible at the beginning of the game).
* The top score is displayed directly under the roof.
* Points are scored in the following way:
  When you demolish one wall . . . . . 100 points
  When you demolish several walls in a row. . . . . (Max.) 800 points
  For a live capture . . . . . 1,600 points
* Bonus points
  Depending on the time left on the clock: 5,000 ~ 0 points.
  If you find the coin on the first try, you get an additional 10,000 points.

4. DESIGN MODE

The DESIGN mode menu



Empty figure selection screen – ready to DESIGN

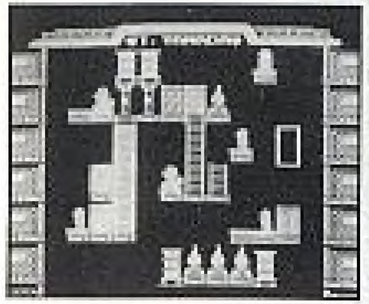
Design your very own building in the DESIGN mode by adding different walls, props, and monsters as you wish.

* You can design and play up to 4 buildings.

1. Use the SELECT button to display the game menu.
2. Using the SELECT button or the ✥ control pad, move the wrecking ball (◔) to DESIGN and press the START button.
   The DESIGN mode menu will be displayed.
3. Move the wrecking ball (◔) to DESIGN on the DESIGN mode menu and press the START button.
   The figure selection screen, shown on the left, will appear. Now you can begin designing your own building.

Note: Save and Load menu selections are not operable in this game; they have been programmed in for potential product developments.

How to create and play on your own (original building)



1. There are 15 different figures you can choose from (see pg. 5 ~ 6).
2. Using the ✥ control pad, move the square (▫) flashing on the display to wherever you want to locate the wall, props, or monster.
3. By pressing either the A or B button, the figure inside the square will change. When the thing you want is displayed, move the square to the next location. The figure you chose will stay behind in that spot; only the empty square will move to the next location.
   * The A button displays the figures in forward sequence and the B button, in backward sequence.
4. If you make a mistake and want to erase a figure, place the flashing square over the mistaken figure and select the space (■) with the A or B button.
5. Once you have finished designing your building, press the SELECT button. The DESIGN mode menu will then return to the screen. Next, select a 1 player or a 2 player game. Press the START button to begin the game.
6. When you have finished with the DESIGN mode and want to return to the normal game mode, press the SELECT button at the figure selection screen. The DESIGN mode menu will reappear. Move the wrecking ball to RESET, press the START button and the original game menu will be displayed.

[CAUTION]

* If no walls have been included in your building, the game will not work since there is nothing to be demolished.
* In the DESIGN mode, only Mario can be set as a player. Luigi cannot be set.
* For each building, only 1 Mario, 1 Foreman Spike and 6 monsters can be selected. If you try to set more than these, the figures will not appear on the screen.
* A maximum of 8 doors can be set for one building. If you try to set more than these, the door figure will not appear in the □ square.
* You cannot set more than one figure in the same place.
* You cannot set one pillar on top of another in sequence.
* You cannot set a door on top of a pillar.
* There is no bonus phase in the DESIGN mode.
* Everything else is practically the same as in the normal game.
* Only Mario appears in DESIGN mode, but you can have fun playing the 2 player game in turns in the same way as in the normal game. (Control of Mario switches from one controller to the other with each phase.)

[Useful functions]

There are some handy functions built into controller 2 for use when creating your own building in the DESIGN mode.

* How to call up the preset phase 1 ~ 100 buildings from the DESIGN mode.

1. Return to the game menu. Display the phase number of the building you want using the A or B button on controller 1.

2. After returning to the DESIGN mode menu, display the phase number of the building you want once more, using the A button on controller 1. The empty figure selection screen will be displayed.
3. Then, while holding down the ✥ control pad on controller 2, press the B button (of the same controller) and the building you selected will be displayed.
4. You can then freely add or substract figures as you wish, in the same way as when designing an original building from scratch.

* Besides the above, controller 2 has many other useful functions when in the DESIGN mode.

• When you want to clear the building you have been designing and start over: . . . . . Press the A and B buttons on controller 2 simultaneously.
• When you want to clear the floors, too: . . . . . ✥ + A button on controller 2
• When you want to make one side of the screen all ladders: . . . . . ✥ + A button on controller 2
• When you want to make one side of the screen all ladder walls: . . . . . ✥ + A button on controller 2
• When you want to make one side of the screen all dynamite: . . . . . ✥ + A button on controller 2
• When you want to make one side of the screen all "Hit once" walls: . . . . . ✥ + B button on controller 2
• When you want to make one side of the screen all "Hit twice" walls: . . . . . ✥ + B button on controller 2
• When you want to make one side of the screen all "Hit 3 times" walls: . . . . . ✥ + B button on controller 2

[Naming your building]

In the DESIGN mode of the Wrecking Crew game, you can write up to 10 letters or numbers of your choice on the roof of the building that you designed.

1. While designing a building in the DESIGN mode (figure selection screen), press the START button and the ␣ cursor just under the roof will start to flash.
2. With the ✥ control pad you can move the ␣ cursor to the left and right, and with the ✥ control pad you can select letters or numbers.
   *The top button of the ✥ control pad will display characters in forward sequence and the bottom button ✥ in reverse sequence.
3. When the character you want appears above the cursor, move the cursor to the next location using the ✥ control pad. (The character will be left behind where you want it and only the empty cursor will move.)
4. Once the letters or numbers have all been entered, press the START button again. The ␣ cursor will disappear, and you can return to figure selection.
   *As your name/number goes in the space just under the roof, there is no display of the top score in the DESIGN mode.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Record Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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